

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently amended) A ~~video game apparatus, having electronically-coupled thereto an~~ ~~system including at least one~~ operation device which a player manipulates to control a particular game character, the game ~~apparatus~~ ~~system~~ outputting to a display device a game screen image ~~containing~~ ~~presenting~~ one or more game characters, at least one of which is controllable using the operation device, comprising:

at least one map storage memory ~~location~~ for storing map data used to display a game space;

at least one character storage memory ~~location~~ for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation device;

operation detection programmed logic circuitry configured to detect manipulation made by a player to the operation device;

character switching programmed logic circuitry configured to ~~select a particular~~ ~~detect when a first predetermined game condition is satisfied and change a game character that is to be controlled by the operation device and to switch the operation device between being operable to control~~ ~~one of at least~~ said first character and ~~being operable to control~~ said second character ~~when a~~ ~~upon detecting that~~ said first predetermined game condition is satisfied;

first character operation programmed logic circuitry configured to control the first character in accordance with manipulation made to the operation device when the character

switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation device;

first game screen output programmed logic circuitry configured to output to a display device a first game screen image presenting a game space view encompassing a full extent full-extent field of view of the game space containing the first game character and other game characters when the operation device controls the first character;

second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation device when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation device;

second game screen output programmed logic circuitry configured to output to a display device a second game screen image presenting a game space view encompassing a limited extent of the game space surrounding the second character when the operation device controls the second character narrow-extent field of view of the game space centered about the second game character and, at the same time, a narrow-extent field of view centered about each other player-controlled game character, if any, other than said first character, wherein different extents of viewable a field of view of the game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation device a predetermined handicap assigned to each player-controlled game character;

a common display device having a display screen that is viewable by several players, said common display device providing one or more different game screen images of a game space

~~view encompassing a limited extent of the game space surrounding one or more different game characters displaying said second game screen image; and~~

~~at least one personal display device for individual use by a single player, said personal display device having a display screen for viewing by a single player displaying said first game screen image.~~

2. (Currently amended) The game apparatus-system according to claim 1, wherein the personal display device is associated with a first operation device ~~is~~ used by a first player; and

~~a second operation device distinct from the first operation device is used by a second player distinct from the first player; and wherein~~

~~the character switching programmed logic circuitry switches a game character controlled by the first player with a game character controlled by the second player when the first predetermined condition is satisfied, the first game screen output programmed logic circuitry outputs the first game screen image to the personal display device, and~~

~~the second game screen output programmed logic circuitry outputs the second game screen image to the common display device.~~

3. (Currently amended) The game apparatus-system according to claim 2, wherein the first operation device comprises a hand-held ~~type~~ game machine apparatus including which includes the personal display device and at least one manipulable element with which to control the first character.

4. (Currently amended) The game apparatus-system according to claim 3, further comprising a plurality of second operation devices to be operated by a plurality of second players,

wherein the second game screen output programmed logic circuitry outputs to the common display device said second game screen image presenting a plurality of second game screen images for narrow-extent views corresponding to respective second player-controlled game characters individually controllable using the plurality of second operation devices, the plurality of second game screen images narrow-extent views depicting different respective game space field of views that do not overlap one another.

5. (Currently amended) The game apparatus-system according to claim 1, further comprising residual image display control programmed logic circuitry configured to display, after the first character has passed through a game space depicted in a narrow-extent view presented in a second game screen image, a residual artifact image along a trajectory of the first character for a predetermined period of time.

6. (Currently amended) The game apparatus-system according to claim 1, further comprising: display region changing programmed logic circuitry configured to change, for enlarge, during a predetermined period of time after a second predetermined game condition is satisfied, the narrow-extent field of view surrounding the second character presented in second game screen image so as to present a game space view encompassing a broader extent of the game space than that provided in said limited extent narrow-extent field of view surrounding the second character.

7. (Currently amended) The game apparatus system according to claim 2, further comprising:

score storage memory locations including a first score storage area and a second score storage area;

table generation/update programmed logic circuitry configured to generate table data representing associations between the first score storage area, the first player, and a game character operable by the first player, and table data representing associations between the second score storage area, the second player, and a game character operable by the second player, and to update table data associations when the character switching programmed logic circuitry switches game characters controllable by an operation device;

score adding programmed logic circuitry configured to cumulatively add score points each time the first character scores points; and

score writing programmed logic circuitry configured to write points added by the score adding programmed logic circuitry to the first score storage area, by referring to the table data, when the first player is associated with the first character, and to write points added by the score adding mechanism to the second score storage area when the second player is associated with the first character.

8. (Currently amended) The game apparatus according to claim 2, wherein the second game screen output programmed logic circuitry also outputs a radar screen image on at least a portion of the common display device for displaying only a graphic indication of a relative position of the first character and the second character as they exist within the entire game space

to the common display device, the radar screen image being displayed together with the second game screen image on the common display device.

9. (Currently amended) A recording medium having recorded thereon video game system computer configured under control of a game program executable by a computer, said video in a game apparatus having electronically coupled thereto system including a common display device having a display screen that is viewable by several players, at least one personal display device for use by an individual player and one or more game operation control devices with which a player manipulates to control a particular game character, the game program causing the game apparatus including instructions for configuring the computer to output to a display device one or more display devices a game screen image depicting one or more game characters which are controlled by one or more players using the game operation control devices, and causing the computer to function as comprising:

at least one map storage location for storing map data used to display a game space;

at least one character storage location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation devices;

operation detection programmed logic circuitry configured to detect manipulation made by a player to an operation device;

character switching programmed logic circuitry configured to select a particular detect when a first predetermined game condition is satisfied and change a game character that is to be controlled by the an operation device and to switch the operation device between being operable

~~to control one of at least a said first game character and being operable to control said a second game character when a upon detecting that said first predetermined condition is satisfied;~~

~~first character operation programmed logic circuitry configured to output the first character in accordance with manipulation made to the operation device when the character switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation device;~~

~~first game screen output programmed logic circuitry configured to output to a display device a first game screen image presenting a game space view encompassing a full extent full-extent field of view of the game space containing the first game character and other game characters when the operation device controls the first character; and~~

~~second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation device when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation device;~~

~~second game screen output programmed logic circuitry configured to output to a display device a second game screen image presenting a game space view encompassing a limited extent of the game space surrounding the second character when the operation device controls the second character a narrow-extent field of view of the game space centered about the second game character and, at the same time, a narrow-extent field of view centered about each other player-controlled game character, if any, other than said first character; and~~

~~, wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation device;~~

wherein said computer is further caused to generate a display device programmed logic circuitry configured to simultaneously provide said second game screen output image to a said common display device having a display screen that is viewable by several players, said common display device providing one or more different game screen images of a game space view encompassing a limited extent of the game space surrounding one or more different game characters; and wherein said computer is also caused to generate a and said first game screen image output to at least one to a single personal display device for individual use by a single player, said personal display device having a display screen for viewing by a single player.

10. (Currently amended) The recording medium video game system according to claim 9, wherein

a first operation device is used by a first player[;] and a second operation device distinct from the first operation device used by a second player distinct from the first player; and wherein, and further comprising:

~~the game program causes the computer to function so that:~~

~~the character switching programmed logic circuitry switches~~ configured to switch a game character controlled by the first player with a game character controlled by the second player when the first predetermined condition is satisfied;

~~the first game screen output programmed logic circuitry outputs~~ configured to output the first game screen image to ~~the~~ a personal display device; and

~~the second game screen output programmed logic circuitry outputs~~ configured to output the second game screen image to the common display device.

11. (Currently amended) The ~~recording medium~~ video game system according to claim 10,

wherein the first operation device comprises a hand-held type game ~~apparatus machine~~ including ~~the~~ a personal display device and at least one manipulable element with which to control a game character, and

~~the game program causes the computer to function so that the first game screen output programmed logic circuitry outputs the first game screen image to the first personal display device of the hand-held type game apparatus machine.~~

12. (Currently amended) The ~~recording medium~~ video game system according to claim 11, wherein the ~~game apparatus~~ further comprises ~~9~~ further comprising a plurality of second operation devices to be operated by a plurality of second players, and

wherein the game program causes the computer to function so that the second game screen output programmed logic circuitry also outputs to the common display device a plurality of ~~second game screen~~ narrow-extent field of view images ~~for~~ corresponding to respective ~~second game characters~~ controllable using ~~that are controlled via~~ the plurality of second operation devices, the plurality of ~~second game screen~~ images depicting different respective narrow-extent game space field of views that do not overlap one another.

13. (Currently amended) The ~~recording medium~~ video game system according to claim 9, wherein the ~~game program causes the computer to further function as~~ further comprising residual image display control programmed logic circuitry which, after the first character has

passed through a game space depicted in a second game screen image, displays a residual artifact image along a trajectory of the first character for a predetermined period of time.

14. (Currently amended) The ~~recording medium-video game system~~ according to claim 9, ~~wherein the game program causes the computer to further function as~~ ~~further comprising~~ display region changing programmed logic circuitry which, for a predetermined period of time after a second predetermined game condition is satisfied, changes ~~the narrow-extent field of view within the second game screen image so as to present a game space view encompassing a broader extent field of view of the game space surrounding the second character than that provided in said limited extent surrounding the second character narrow-extent field of view.~~

15. (Currently amended) The ~~recording medium-video game system~~ according to claim 10, ~~wherein the game program causes the computer to further function as~~ 9, ~~further comprising:~~ score storage ~~locations-memory~~ including a first score storage area and a second score storage area;

table generation/update programmed logic circuitry configured to generate table data representing associations between the first score storage area, the first player, and a game character operable by the first player, and table data representing associations between the second score storage area, the second player, and a game character operable by the second player, and to update table data associations when the character switching programmed logic circuitry switches game characters controllable by an operation device;

score adding programmed logic circuitry configured to cumulatively add score points each time the first character scores points; and

score writing programmed logic circuitry configured to write points added by the score adding programmed logic circuitry to the first score storage area when the first player is associated with the first character, and to write points added by the score adding mechanism to the second score storage area when the second player is associated with the first character, by referring to the table data.

16. (Currently amended) The ~~recording medium~~ video game system according to claim 10, wherein the game program causes the ~~computer~~ to function so that the second game screen output programmed logic circuitry ~~also outputs~~ to also output to the common display device a radar screen image ~~for displaying only~~ that provides an indication of a relative position of the first character and the second character within the entire game space ~~to the common display device~~, the radar screen image being displayed together with the second game screen image on the common display device.

17. (Currently amended) A game system for playing a multiplayer network game comprising including a network server computer and a plurality of terminal devices coupled to a network, each terminal device including~~[:] an operation mechanism with which a player operates a game character~~[,]~~ and a display device~~[,]~~~~ , the network server computer exerting overall control over the network game and game screen images provided to each terminal, said network server computer comprising:

~~at least one a~~ map storage memory location for storing map data used to display a game space;

at least one a character storage memory location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using different operation mechanisms;

operation detection programmed logic circuitry configured to detect manipulation made by a player to the operation mechanism;

character switching programmed logic circuitry configured to select a particular detect when a first predetermined game condition is satisfied and change a game character that is to be controlled by the operation mechanism and to switch the operation mechanism between being operable to control one of said first character and being operable to control said second character when a upon detecting that said first predetermined game condition is satisfied;

first character operation programmed logic circuitry configured to control the first character in accordance with manipulation made to the operation mechanism when the character switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation mechanism;

first game screen output programmed logic circuitry configured to output to the a single terminal display device a first game screen image presenting a game space view encompassing a broad full-extent field of view of the game space containing showing the first character and at least one or more other game character when the operation mechanism controls the first character;

second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation mechanism when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation mechanism;

second game screen output programmed logic circuitry configured to output to the a different terminal display device a second game screen image presenting a game space view encompassing a limited extent of the game space surrounding the second character when the operation mechanism controls the second character; a narrow-extent field of view of the game space from the second game character's viewpoint within the game space,

wherein each terminal device display device displays either the first game screen image or the second game screen image, each having different extents of viewable-a field of view of the game space, depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation mechanism which game character is being controlled at the terminal device.

Claims 18-24 are canceled without prejudice or disclaimer.

25. (New) The video game system according to claim 9, wherein different extents of a field of view of the game space are displayed depending upon a predetermined handicap assigned to each player-controlled game character.

26. (New) The game system according to claim 17, wherein different extents of a field of view of the game space are displayed depending upon a predetermined handicap assigned to each player-controlled game character.

27. (New) The game system according to claim 17, wherein the second game screen output programmed logic circuitry also outputs a radar screen image on at least a portion of the

terminal display device for displaying a graphic indication of a relative position of the first character and the second character as they exist within the entire game space, the radar screen image being displayed together with the second game screen image on the common display device.

28. (New) The game system according to claim 17, wherein the first game screen output programmed logic circuitry also outputs a three-dimensional representation of the full-extent of the game space on at least a portion of the terminal display device for displaying relative positions of the game characters as they exist within the entire game space.